

First Journey Into The Unseen

Dev Patel

Game Overview

First Journey Into The Unseen is an interactive narrative game that's meant to serve as a prequel for Team Unseen's upcoming game *Unseen*. The story revolves around a man named David who finds himself transported into a mysterious mirror-world dimension, where he encounters a reflection of himself that comes to life and basically looks like him with minor differences. In the game, David/the player will have to conquer 3 challenges in order to be able to escape the mirror world, which include navigating a maze, traversing through a platforming course, and fighting the reflection in the end. While trying to complete these challenges, the player will have to make choices that'll affect how they overall progress through the challenges and complete the game.

Game Walkthrough

1. After going through the introduction of David and entering the mirror world, the player will have to traverse through a maze as the first challenge. While navigating the maze, the player can either go left, go right, or sometimes can continue forward on the path they're currently on. [In order to get through the maze, the player will have to follow the path in the following order: left, right, right, left, and finally press the switch near the end to reach the end of the maze]
2. After completing the maze, the player will next have to go through a platforming course as the second challenge. Throughout the course, there are parts where the player and the reflection encounter obstacles like walls and rotating platforms where the 2 of them have to work together in order to get past these obstacles by activating a lever on one of their sides. To do so, the player must either go to the reflection's side or have the reflection come to his side so that they can work together to activate a lever. [This will occur 5 total times through this section of the game, so the player and reflection will need to evenly go on each other's side by having each other do it twice, with the 5th time not needed as you need to go through the first door when given the choice to reach the true end of the course]
3. After completing the platforming course, the player will next have to fight-to-the-death with the reflection as the final challenge to determine who's the ultimate winner, with the winner essentially being able to leave the mirror world to conclude the game. In the fight, a projectile will spawn in the arena, and the

player can either reflect or dodge the projectile. [Getting the good ending requires the player to choose the “reflect” option 5 times in a row while the bad ending is reached if the player chooses the “dodge” option at any point the option is given]

Story Images References

- https://m.media-amazon.com/images/I/618GUbhZ-pL._AC_UF1000,1000_QL80_.jpg
- https://media.istockphoto.com/id/881659914/vector/illustration-of-maze-labyrinth-isolated-on-white-background-medium-difficulty.jpg?s=612x612&w=0&k=20&c=RPbmW_CqRrZHME_DN3PI5qlhJuoYkOrOr_ljG5wpgqE=
- https://i.etsystatic.com/25382980/r/il/9779fc/3412718267/il_fullxfull.3412718267_idcj.jpg
- <https://images.unsplash.com/photo-1600909025044-ad818469e161?ixlib=rb-4.0.3&ixid=M3wxMjA3fDB8MHxzZWFiY2h8MXx8cGI0fGVufDB8fDB8fHww&w=1000&q=80>
- https://m.media-amazon.com/images/I/71CWsDOCBaL._AC_UF894,1000_QL80_.jpg
- https://as2.ftcdn.net/v2/jpg/00/98/29/91/1000_F_98299185_ObRj40fujqo31jZ0vnJ2wVS53txA0A2F.jpg
- <https://cdn1.epicgames.com/ue/product/Screenshot/RollsAndDodgesScreenshot1-1920x1080-6f38bc4b2161c15a4317e31b3be3bcb8.jpg?resize=1&w=1920>
- <https://m.media-amazon.com/images/I/41STOUKE3oL.jpg>
- <https://i1.wp.com/sleepinvestor.com/wp-content/uploads/2019/10/image-4.png?fit=1024%2C580&ssl=1>
- <https://cdn1.epicgames.com/ue/product/Screenshot/010-1920x1080-5169b72aae6f88a44dfb7b2afcd91422.png?resize=1&w=1920>
- https://img.freepik.com/premium-photo/urban-background-long-wall-by-old-red-brick-london-as-texture-background_117930-1877.jpg?w=2000

- <https://cdn1.epicgames.com/ue/product/Screenshot/04-1920x1080-bb81df9332704f7e632921f272f305aa.jpg?resize=1&w=1920>
- https://img.freepik.com/premium-vector/open-door-light-dark-room-bright-doorway_97886-10976.jpg
- <https://cdn1.epicgames.com/ue/product/Screenshot/Fight-arena---Colosseum0004HighresScreenshot00018-1920x1080-f795ab6b428a6448816a926c85c2f3d0.png?resize=1&w=1920>
- https://img.freepik.com/free-vector/powerful-electrical-discharge-lightning-strike-impact-place-realistic_1441-2499.jpg
- <https://us.123rf.com/450wm/artmari/artmari2010/artmari201000294/156530173-unwell-sleepy-sad-faint-victim-boy-body-relief-dream-slumber-outline-black-hand-drawn-adult-lazy.jpg?ver=6>